

# Introduction to Sockets

## Mission: Oriented Client Socket Script

The mission is to write a socket client.

You will get the server code below and you **couldn`t change it**, create an oriented client to communicate with this server without getting an error.

You could run the **server.py** locally or on another virtual machine. The **server.py** bind to 0.0.0.0 interface - that means listen to **any** connection that allowed to communicate to **any** of your network adapters.

**Suggested Steps:**

1. Write a basic client to verify the connection.
2. Try to send and receive data.
3. Understand what message the server expects to get.
4. PWN IT!

**server.py:**

#!/usr/bin/python3

import socket

import base64 as bb

import sys, errno

with socket.socket() as s:

  s.bind(("0.0.0.0",4321))

  s.listen()

  conn,addr = s.accept()

  with conn:

    data = conn.recv(1024)

    msg = 'thankyou'.encode('ascii')

    try:

      while data != bb.b64encode(msg):

        conn.sendall(b'Could you thank me for this base?\n')

        data = conn.recv(1024)

      else:

        conn.sendall(b'You pass the challenge! +100')

    except IOError as e:

      if e.errno == errno.EPIPE:

        print('Finished.')